



2019 AHA TURKEY SHOOTOUT TOURNAMENT RULES

1. Tournament Format:

- A. Divisions with 5 teams: Will be played in a single round-robin format with the top two teams playing for the championship.
 - B. Divisions with 6 teams: Will include three preliminary round games. After the preliminary round games, the top four teams will advance to semifinal games and the remaining two teams will play a consolation game.
 - C. Divisions with 8 teams: Will be played as a two-division single round robin format. The two teams with the greatest standings points in each division will advance to a semifinal crossover game. The winners of the semifinal crossover games will advance to the championship game. The 3rd and 4th place teams in each division will play a crossover consolation game.
 - D. Divisions with 10 teams: Will be played in a two-division single round-robin format. The two teams with the greatest standings points in each division will advance to a semifinal crossover game. The winners of the semifinal crossover games will advance to the championship game.
2. Current USA Hockey and Alaska State Hockey Association playing rules will be enforced. All participants must be registered with USA Hockey. All coaches must be properly registered and screened per USA Hockey and ASHA requirements. A maximum of 4 coaches (including student coaches) are allowed on the bench at any time.
 3. Only the personnel designated as scorekeeper, timekeeper, and penalty box officials are permitted in their respective areas.
 4. There shall be no noise makers permitted during any tournament games.
 5. Ice resurfacing will be done only prior to each game start time.
 6. Game time plus 5 minutes is forfeit time unless the Tournament Committee determines that a team failed to appear before the forfeit time due to circumstances beyond its control. The score of any game that the Tournament Committee declares as a forfeit will be 1 – 0 if one team is on the ice. Any team that intentionally forfeits a game will not be allowed to advance to a Semifinal or Championship Game.
 7. The tournament will provide pucks to be used in warmups and for games.
 8. The first team listed on the game schedule will be the Home team. When there is a jersey color conflict, the Visiting Team will be required to wear contrasting pullovers, provided by AHA.

9. Teams should use the locker rooms assigned by the tournament committee for all games. **Due to a shortage of locker rooms, teams must remove all items from the locker room when going on the ice for games played at Ben Boeke Arena.**
10. Game Times: (Teams must wait until the referees are present before going on the ice)
- 3-minute warm-up followed by 12 – 12 – 12 STOP CLOCK periods for all games. If the goal differential in any game becomes 6 goals or greater in the 3rd period, the game will go to a running clock. If at any time, the game returns to a goal differential of 5, the game will return to stop clock. Consolation games will go to a running clock if behind schedule.
- There will be a one-minute break between each period in all games.
- Each team will be permitted one 1-minute timeout in quarter-final, semi-final and championship games only. No timeouts will be allowed in round-robin and consolation games.
11. All round robin and consolation games will end in ties if the score is tied after regulation play.
12. End of Game Procedures: When the game ends and the handshake is completed, the visiting team will depart the ice surface first by the exit door nearest the visiting team's bench. The home team shall proceed to their players' bench until the entire visiting team has left the ice surface.
13. Standings: During the preliminary round each team will be awarded 2 points in the standings for a win, 1 point in the standings for a tie, and 0 points in the standings for a loss. **Sportsmanship Rule: If a team wins by 11 goals or more, that team will lose one (1) point in the standings.**
14. Tie Breakers: If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking format. If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tiebreaking process over again at step A. The tie-breaker formulas are as follows:
- A. The result of the games played between the TIED TEAMS in the following order:
- Note: The following "Head-to-Head" tiebreakers will only be applied when all teams involved in the tie have played each other.*
1. The standings points acquired in these games (head to head).
 2. Goal Differential - Subtracting the sum "goals against" from the sum "goals for" in all **games between the tied teams** with a maximum goal differential of +6 for a win or -6 for a loss to be applied to the tiebreaker for any one game. (Example: 15-2 = 8-2)
 3. Quotient: Dividing the goals scored by the goals scored against in **games between tied teams**, their position being determined in order of the greatest quotient.
 4. Least total goals allowed in **games between the tied teams**.
- B. The result of ALL GAMES played in the following order:
1. Goal Differential -- Subtracting the sum "goals against" from the sum "goals for" in **ALL** games played by each of the tied teams with a maximum goal differential of +6 for a win or -6 for a loss to be applied to the tiebreaker for any one game. (Example: 15-2 = 8-2)
 2. Quotient: Dividing the goals scored by the goals scored against in **ALL** games, their position being determined in order of the greatest quotient.
 3. Least total goals allowed in **ALL round robin or preliminary round games**.
 4. Period Points (won by each team): 2 points for each period won, 1 point for each period tied.
 5. Fewest penalty minutes – The team with the fewest penalty minutes using all of the games played by the tied teams will be ranked the highest.
 6. Coin Toss
15. Quarterfinal, Semifinal and Championship games that are tied after regulation will play a 5-minute sudden death overtime period. Coaches will be expected to utilize every available skater during overtime period if the overtime goes the full 5 minutes. If the game is still tied after the overtime, there will be a 5-player shootout. If

the game is still tied, there will be a sudden death shootout, alternating through the rosters until everyone with the exception of the goalkeeper(s) has shot. The original five shooters cannot shoot again until everyone on the roster has had a turn. Any player serving a penalty that has not expired at the end of the 5-minute sudden death overtime period is not eligible to participate in any aspect of the shootout procedure.

16. Individual awards will be presented to the first and second place teams after each championship game.
17. Backup Goaltenders: The tournament will not provide a pool of backup goaltenders. If a team's goaltender is unable to play in a tournament game due to circumstances beyond the team's control and the team has only one goaltender, the team may use a substitute goaltender from a team of the same or lower age division and tier. In all cases, when a team will use a goaltender that is not on the team's tournament roster, the Tournament Committee must be notified at least one-hour before game time. Use of a substitute goaltender is subject to the approval of the tournament committee.
18. The Tournament Discipline Committee will be the standing AHA Discipline Committee.
19. No game protests will be allowed. In the event that unforeseen circumstances beyond the control of the Tournament Committee prevent a game from being played at the scheduled time (for example, if referees are not available as scheduled), every effort will be made to reschedule the game. If it is not possible to reschedule the game due to time, ice availability or other constraints, it will be recorded as a 0 - 0 tie for determining tournament standings. All decisions of the Tournament Committee are final.
20. Players may only participate on one team in the Tournament unless an exception has specifically been granted by the Tournament Committee. Possible exceptions may include a player who skates out on one team and plays goalie on another. No substitutions or additions to rosters will be allowed without prior consent of the Tournament Committee.
21. Since this is a recreational tournament, all coaches will be expected to equalize playing time for each player as much as possible as agreed to by each team on the Tournament Entry Form. Every child who plays a sport deserves the opportunity to experience the excitement of being on the ice during the final minutes of a closely contested game. Teams with two full-time goaltenders will be expected to play both goaltenders equally over the course of the team's tournament games.
22. The AHA Turkey Shootout is a fun tournament to be enjoyed by all participants – players, coaches, and spectators. Spectators who do not abide by USA Hockey's Spectator Code of Conduct may be asked to leave the arena.
23. HAVE FUN!